

Chapter 15: Virtual Reality and Computer Simulation

Amazon Link: http://www.amazon.com/Handbook-Information-ComputerEthics/dp/0471799599/ref=sr_1_1?ie=UTF8&s=books&qid=1269175801&sr=8-1

Quote: "it is not usually an aim in computer simulations, as it is in virtual reality, to do realistic visual modeling of the systems that they simulate."

What I expect to learn: I expect to learn what is virtual reality and computer simulation all about and its relation to ethics.

Review: The chapter talks about virtual reality and computer simulation. Virtual reality is like a real objects created by the modern technology that information technology specialists had developed today these things are called 3d where there real enough but they are not real at all. 3D effects can be done in movies where the 3D can be seen on the screen where you have to wear 3D glasses and while watching it, the movie seems real to you. While the computer simulations are the changes that are being done and the alterations within a invented software and application by famous developers. Based on the text "Computer simulations are used in the natural and social sciences to gain insight into the functioning of natural and social systems and in the engineering sciences for performance optimization." Meaning computer simulation is done to used for the testing or to test if its compatible with the nature and the society if this new alteration will click to the society until they come to the conclusion at their survey and analysis on which side is really effective enough to implement a software or something that is related to information technology and is also related to computer simulation and virtual reality. Implementers need to consider first why they are developing something and how it can help the society. They should think if what they are doing is right or wrong and if this thing is goof for everyone because one mistake can ruin everything and it might be too late to do something in the end.

What I have learned:

1. Many people are amazed by the Virtual Reality.
2. Virtual Reality are invented by the IT'S like the 3D movies and software's.
3. Many alterations are being within the computer simulation.
4. Nature and society are considered and tested in computer simulation.
5. These things can be imaginary or not imaginary.

Integrative Questions:

1. What is the relation of Virtual Reality to ethics?
2. What is the relation of Computer Simulation to ethics?
3. Is making 3D effects unethical?
4. What can be the possible effects of implementing 3D effects and 3D software's?
5. What are the possible effects if computer simulation is implemented in politics?